SUPER PRO DECATHALON

INTELLIVISION™
Intelligent Television

SUPER PRO DECATHLON

INSTRUCTIONS

For 1 to 4 Players

THIS GAME DOES NOT USE HAND-CONTROLLER OVERLAYS

No. 9008

SUPER PRO DECATHLON

TO BEGIN

Turn power switch **OFF**, insert cartridge, turn power switch **ON** and press **RESET**. SUPER PRO DECATHLON title screen appears. Press any **KEY** or the **DISC**.

COMPETE OR PRACTICE?

Press 1 (Game) to compete in the full 10 event Decathlon; press 2 (Practice) if there is a specific event you wish to practice. Beginners should practice events individually before going on to the full Decathlon. Press **ENTER** after choosing.

SELECT NUMBER OF PLAYERS

Up to 4 athletes may compete in the Decathlon. Press 1 to 4, then press **ENTER**.

SELECT DIFFICULTY

Each event has a minimum time, distance, or height you must beat for your score to count. This minimum level is determined by the Difficulty you select: press 1 (Amateur), 2 (Olympic), or 3 (Super Pro), then **ENTER**.

THE DECATHLON

The Decathlon is judged on a *point system* which assigns approximately 1,000 points for a great performance in an event (it is possible to exceed 1,000 points for a truly exceptional performance). An outstanding performance in one event can make up for a poor showing in another event.

If you don't exceed the minimum level for an event (see SELECT DIFFICULTY, above), no points are awarded.

Each event is announced as it is to be played. You have at least three attempts at each event; your best attempt is recorded. Once all players have finished an event, the results appear, along with the number of points earned for the event and the number of points each player has earned so far in the Decathlon.

After the 10th event, the game summary appears, showing each player's best performance and points for each event. The player with the highest point total wins.

PRACTICE

If you have chosen PRACTICE, the EVENT MENU appears. Press the **TOP** or **BOTTOM** of the **DISC** to highlight events. Press **ENTER** to select the highlighted event.

The COACHING screen appears, giving advice on how to use your hand controller for best performance. Press **ENTER** to go to the practice field.

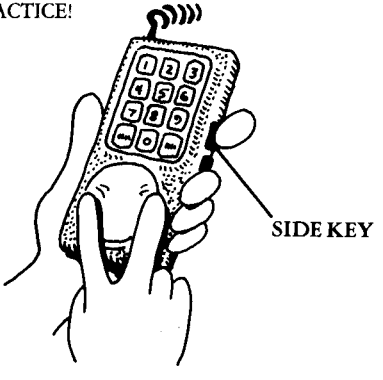
Practice as much as you like. Your score is shown after each attempt. Press **ENTER** to try the event again. Players alternate attempts for their personal best scores. When finished, press CLEAR while score is onscreen to return to the EVENT MENU. Select another event to practice, or press **RESET** and go on to the full Decathlon!

THE GAMES

Each game is unique. You will have to learn different ways to use the hand controller–even different ways to *hold* the hand controller. To win, you must master them ALL!

HOW TO RUN

Most important is mastering how to run: Quickly tap alternate sides of the **DISC** repeatedly (left-right-left-right . . .) or *spin* the **DISC**, whichever you are more comfortable with. For many events you will have to press or hold a **SIDE KEY** while running. PRACTICE!



GET READY

Each event starts with a display of information:

PLAYER NO. WHAT YOU MUST BEAT
ATTEMPT NO. YOUR BEST PERFORMANCE SO FAR
GET READY

This information serves as your "get-ready" warning. For running events, the information will disappear with a gun shot. GO! For other events, you can begin any time after "GET READY" disappears.

The games are always played in the following order:

1. 100 METER DASH (3 attempts): Wait for the gun (starting early disqualifies the attempt), then run as fast as you can for the finish line! The lower your time, the more points awarded.

2. BROAD JUMP (3 attempts): After "GET READY" disappears, start running as fast as you can. At some point after you pass the brown line (practice to find the best point!), HOLD IN **ANY SIDE KEY** to "gear up" for the jump; RELEASE the **SIDE KEY** before the foul line (grass) to actually jump. Don't cross the foul line–the attempt will be disqualified. Keep running until you release the **SIDE KEY**. The greater the jump distance (measured from the foul line), the more points awarded.

3. SHOT-PUT (3 attempts): After "GET READY" disappears, spin the **DISC** as fast as you can. The shot is released automatically. The greater the throw distance, the more points awarded.

4. HIGH JUMP (3 attempts, continuing until you fail to clear the bar): After "GET READY" disappears, start running as fast as you can. Time your jump just before reaching the bar. Press **ANY SIDE KEY** to start your jump; press the **SIDE KEY** repeatedly to add power to your jump, until you start to fall. get three attempts at the starting height; succeed on any of the attempts, and the bar is placed higher than before! You then have one attempt at each new height until you fail. The higher your last successful jump, the more points awarded.

5. TRIPLE JUMP (3 attempts): After "GET READY" disappears, start running as fast as you can. After you pass the brown line, HOLD IN **ANY SIDE KEY** to "gear up" for the jump; RELEASE the **SIDE KEY** before the foul line (grass) to actually jump. Don't cross the foul line -the attempt will be disqualified. Keep running until you release the **SIDE KEY**. Just before hitting the ground, press **ANY SIDE KEY** again. This gives you the second jump (timing is important; pressing the **SIDE KEY** too late will result in a poor jump). Just before hitting the ground a second time, press **ANY SIDE KEY** again. This gives you the third jump. The greater the total distance for the three jumps (measured from the foul line), the more points awarded.

6. 110 METER HURDLES (3 attempts): Wait for the gun (starting early disqualifies the attempt), then run as fast as you can for the finish line! Press **ANY SIDE KEY** to jump a hurdle; time it right, or you'll hit the hurdle. There is no penalty for knocking over a hurdle, except that it slows you down. The lower your time, the more points awarded.

7. DISCUS THROW (3 attempts): After "GET READY" disappears, spin the **DISC** as fast as you can as you (automatically) approach the foul line. Press **ANY SIDE KEY** to release the discus before you reach the line. Don't cross the foul line before releasing the discus–the attempt will be disqualified. The greater the throw distance (measured from the foul line), the more points awarded.

8. POLE VAULT (3 attempts, continuing until you fail to clear the bar): After "GET READY" disappears, start running as fast as you can. Time your jump just before reaching the bar. Press **ANY SIDE KEY** to plant your pole; press the **SIDE KEY** repeatedly to add power to your jump, until you start to fall. You get three attempts at the starting height; succeed on any of the attempts, and the bar is placed higher than before! You then have one attempt at each new height until you fail. The higher your last successful jump, the more points awarded.

9. JAVELIN THROW (3 attempts): After "GET READY" disappears, start running as fast as you can. Press **ANY SIDE KEY** to start the throwing sequence. You only need to press the **SIDE KEY** once. But time it just right -it takes a moment to wind up to throw; too early and you'll throw too far before the foul line; throw it too late, and you'll be over the foul line (the attempt is disqualified). The greater the throw distance (measured from the foul line), the more points awarded.

10. 400 M. DASH (3 attempts): A test of stamina! Wait for the gun (starting early disqualifies the attempt), then run as fast as you can for the finish line! The lower your time, the more points awarded.

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